YEDO



RULEBOOK



A board game for ~~2~~ to 5 cunning Clan leaders, ages 14 and up

Japan, the year 1605. Hidetada Tokugawa succeeds his father as Shogun. He rules the country from Yedo, the city known today as Tokyo. As a Clan leader, your goal is to gain favor with the new shogun and achieve more fame than your rivals. There are several ways to reach your goal. Will you try to complete as many glorious missions as possible, influence the Shogun during private audiences, or buy lots of luxury goods from the European merchants? It is all up to you! But beware of fateful events, ambushes, and watch patrols that challenge your wit and serenity... So gather your disciples and enter the gates of Yedo!

OBJECT OF THE GAME

As leader of your Clan you try to earn as many Prestige Points as possible. You mainly gain Prestige Points by completing Mission Cards, by activating Disciples at certain locations on the game board, and by having fulfilled the tasks of Bonus Cards at the end of the game. Each player counts his Prestige Points by moving his own Marker along the Score Track on the game board.

COMPONENTS

DOUBLE-SIDED GAME BOARD

The two sides of the game board are functionally identical. When setting up the game, simply select the side that pleases you more aesthetically.



The game board depicts the town of Yedo with its 7 Districts:

1. The Castle District (Edo-Jo)
2. The Gates District (Takanawa Okido)
3. The Tavern District (Juku)
4. The Harbor District (Shiba)
5. The Red Light District (Yoshiwara)
6. The Market District (Kyobashi)
7. The Temple District (Ikegami Hommonji)

The area above and to the right of the river holds assets that you can acquire during the game:

A. Action Cards
B. Bonus Cards
C. Weapons
D. Annexes
E. Geishas
F. Disciples (Reserve)
G. Mission Cards

The game board also shows:

a. Player Order Track
b. Egress space
c. Bidding Track
d. Score Track
e. Round Track
f. Weapon discard pile
g. Watch Patrol circuit
h. Event Cards
i. "Current Event" pile



CARDS

141 MISSION CARDS

Completing Mission Cards is the heart and soul of a game of Yedo as they are not only the main source of Prestige Points but can also give you money and other assets. You start the game with 4 Missions and can acquire more during the game. There are Mission Cards in 4 colors. The color gives a clue to the difficulty level of that Mission (but it is only a generality).



There are:
– Green Missions (easy to achieve)
– Yellow Missions (not too difficult)
– Red Missions (require effort)
– Black Missions (very challenging)

Also, the Mission Cards are divided into 10 sets:
– Basic Missions, numbered M001 to M020;
– Neutral Missions, numbered M021 to M035;
– Prestige Missions, numbered M036 to M050;
– Master of Weapons Missions, numbered M051 to M065;
– Money Maker Missions, numbered M066 to M080;
– Kill the Shogun Missions, numbered M081 to M090;
– Jesuits Bidding Missions, numbered M091 to M096;
– Specialists Missions numbered M097 to M110;
– Soft Interaction Missions, numbered M111 to M126;
– Hard Interaction Missions, numbered M127 to M141.

All Basic Missions are Green. All other Mission sets include mostly Yellow, Red, and Black Missions.

Some sets have the "no solo/co-op" icon ⊘ next to their set icon. This means that those cards cannot be used while playing with the Shogun Must Die module.

When setting up the game, you will always use the *Basic Mission* set and exactly 1 Card from the *Kill the Shogun* set combined with cards from 2 or more other Mission ~~Sets~~, depending on how you want to customize your game. You can combine the *Basic Mission* set with as many Mission Sets as you want, but we recommend that you use exactly 2 of them in each game.

For a detailed description of how to complete Missions, see Completing a Mission section of these rules, on page ~~36~~.

72 ACTION CARDS



They are played during the game to gain advantages or to obstruct your opponents.

Action Cards are divided into 6 sets:


– Neutrals, numbered A01 to A12;


– Resources, numbered A13 to A24;


– Rule Changers, numbered A25 to A36;


– Disciple, numbered A37 to A48,


– Watch Patrol, numbered A49 to A60;


– Hard Interaction, numbered A61 to A72.

When setting up the game, you will only use some of those Action Sets, depending on how you want to customize your game. You can combine as many Action Sets as you want, but we recommend that you use 2 or 3 of them in each game.

31 BONUS CARDS



These are kept secret until the end of the game, then give Prestige Points depending on their individual tasks. When setting up the game, all Bonus cards are always used.

61 EVENT CARDS



Each round, an event which affects all players is revealed.

Event Cards are divided into 3 sets:


– Resources, numbered E01 to E10;


– Cruel Fate, numbered E11 to E20;


– Neutral, numbered E21 to E30;


– Closed Districts, numbered E31 to E40;


– Watch Patrol, numbered E41 to E50;


– Closed Locations, numbered E51 to E60;


– Jesuits Bidding - a single Event numbered E61.

When setting up, you will only use some of those Event Sets depending on how you want to customize your game. There are certain restrictions to combining different sets explained later.

5 FAVOR OF THE SHOGUN CARDS



Your unique starting bonus. Each of them has the same Blackmail Card on the back.

TOKENS AND MARKERS

80 MON TOKENS (MONEY)

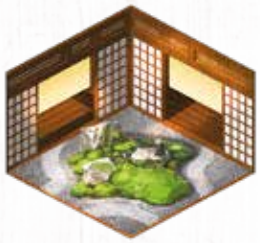
The Mon was the currency most commonly used in Yedo. It resembled, and was derived from, the Chinese Wen. In 1870, the Mon was replaced by the Yen as the Japanese currency. The game uses coins in denominations of 1, 5, and 10 Mon (which are not historical denominations, but are used in the game for convenience).



16 ANNEXES (4 OF EACH)



Dojo
(*Training Room*)



Karesansui
(*Sacred Garden*)



Kobudo-Ryu
(*Weapons School*)



Yashiki
(*Mansion*)

40 WEAPONS (5 OF EACH)





Doku
(*Poison*)



Katana
(*Sword*)



Shuko
(*Fighting Claws*)



Metsubushi
(*Smoke Bombs*)



Fukiya
(*Blowgun*)



Yumi
(*Bow*)



Nawa
(*Rope*)



Shuriken
(*Throwing Stars*)

1 cloth bag for weapons



7 wooden geisha tokens

Geisha tokens have 1-3 Prestige Point(s) printed on one side.





5 wooden blessing tokens



10 location inaccessible tokens



1 district inaccessible marker



1 burnt church marker

(used only with the Sakoku Event)



20 wooden disciples

(4 in each of the 5 player colors)



5 wooden player order markers

(1 in each of the 5 player colors)



5 wooden bidding markers

(1 in each of the 5 player colors)



5 wooden score markers

(1 in each of the 5 player colors)



5 "+50" prestige points tokens



1 double-sided watch patrol token



2 wooden watch patrol markers

(1 silver, 1 gold)



1 "no patrol" marker



1 wooden round marker

(grey)



Other

1 non-specialists board overlay



5 player aids



5 CLAN BOARDS

(1 IN EACH OF THE 5 PLAYER COLORS)



Each player has a Clan board on which they organize the assets that they obtain during the game. Most types of assets have designated spaces to which they must be assigned, thereby limiting the number of assets you are allowed to own of that type.

Weapons are always kept face up. Mission Cards, Action Cards, and Bonus Cards are always kept face down, although you are allowed to look at your own cards at any time. Any Clan Power Card and Character Cards (if you are playing with Clan Powers or The Teahouse module) are always kept face up.

A. Space for Mission Cards that you have already completed.
Limit: No limit.
Keep face down.

B. Space for your Action Cards.
Limit: 3
If you exceed this limit, immediately discard or play any excess Action Cards of your choice (discarded or played Action Cards are always placed face down at the bottom of the Action Card deck).
Keep face down.

C. Space for your Bonus Cards.
Limit: 2
If you exceed this limit, immediately discard any excess Bonus Cards of your choice (discarded Bonus Cards are always placed face down at the bottom of the Bonus Card deck).
Keep face down.

D. Space for your Weapons.
Limit: 4
If you exceed this limit, immediately discard any excess Weapons of your choice (discarded Weapons are always placed face up onto the Weapon discard pile).
Keep face up.

E. Space for your Blessing.
Limit: 1
If you already have your Blessing, you are not allowed to take any more Blessings.

F. Spaces for your Geishas.
Limit: 3
Once all your spaces for Geishas are occupied, you are not allowed to take any more Geishas.

G. Space for your Annexes.
Limit: 1 of each Annex type
If you already own an Annex of a specific type, you are not allowed to buy this type of Annex. Additionally, if a specific type of Annex runs out, you can not buy that type of Annex anymore.

H. Clan House space for your Disciples.
Limit: 4
If you exceed this limit, immediately discard any excess Disciples of your choice. (This situation may occur when playing with the Specialists module.)

If you want, you can also keep your Mon on the Clan House Space. There is no limit to the amount of Mon you can have.

I. Space for your Clan Power (used when playing with the Clan Powers module).
Limit: 1 Clan Power or 1 Character Card
If you are not playing with the Clan Powers module, you can use this space for Character Cards when playing with The Teahouse module. If you are not playing with any of those modules, just leave this space empty or keep your unfinished Mission Cards there (remember that you are limited to 4 uncompleted Mission Cards).

MODULAR COMPONENTS

THE TEAHOUSE

15 Character Cards





1 Harbor Master token



SPECIALISTS

30 wooden Specialists
(6 in each of the 5 player colors)



Ninja



Samurai



Monk



Onna-bugeisha
(*Female Samurai*)



Ikko Ikki
(*Messenger*)



Weaponsmith

9 Specialist tokens



1 cloth bag for Specialists tokens



CLAN POWERS

6 Clan Power Cards





SHOGUN MUST DIE
(FOR SOLO AND COOPERATIVE PLAY)

30 Emperor Cards





8 Daimyo Cards

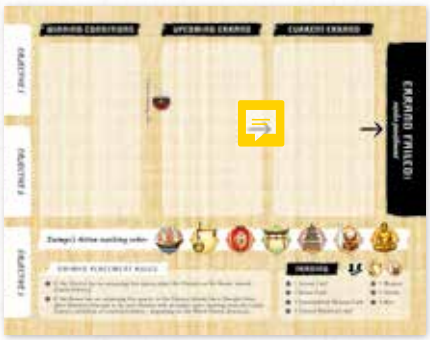




1 Daimyo Interference token



1 ~~Solo~~ ~~mat~~



CARD ANATOMIES

MISSION CARD



1. **Title and Thematic Text.** This sets the scene for the Mission but has no other in-game effect.
2. **Category.** There are 5 different Mission ~~categories~~: Espionage, Theft, Kidnapping, Assassination, and Warfare. These categories are referenced on Bonus Cards, giving you the opportunity to score Bonus Prestige Points based on how many Missions you complete in a specific category.
3. **Difficulty.** The color of the Mission Card (Green, Yellow, Red, or Black) indicates the relative difficulty of the Mission. Green Missions are easy to complete while Black Missions require a lot of careful planning over a series of rounds.
4. **Requirements and Rewards.** These icons depict various Requirements you must meet when completing the Mission, along with associated Rewards. Standard Requirements are mandatory. Bonus Requirements are optional but can result in valuable Bonus Rewards.
5. **Set Symbol.** There are 10 different Mission sets: Basic, Neutral, Prestige, Master of Weapons, Money Maker, Kill the Shogun, Jesuits Bidding, Specialists, Soft Interaction, and Hard Interaction. Each set has its icon to make it easier to separate the Mission Cards at the end of the game.
6. **Card ID.** This identifier serves no in-game purpose. However, it may assist you in confirming that you have all the cards, should you accidentally drop them, or if you wish to discuss a specific card with fellow gamers online.

ACTION CARD



1. **Title.** Provides a thematic name but has no other effect.
2. **Phase.** Action Cards can be played at specific times of a round. This section explains when a given Action Card can be played.
3. **Effect.** Explains the effect of the card.
4. **Illustration.** There are 6 sets of Action Cards: Neutrals, Resources, Rule Changers, Disciple, Watch Patrol and Hard Interaction. Each set has its illustration to make it easier to separate the Mission Cards at the end of the game.
5. **Card ID.** Serves the same purpose as Mission Card ID.

BONUS CARD



1. **Effect.** Explains the effect of the card - how points are scored for it at the end of the game.
2. **Card ID.** Serves the same purpose as Mission Card ID.

Example

Some Bonus Cards depict a Prestige Point value in brackets. This represents the number of Prestige Points you will score if both you and at least one other player meet the requirements of the Bonus Card. Other players do not, however, score these Prestige Points.

Example

Some Bonus Cards score Prestige Points for certain assets that you have.

EVENT CARD



1. **Title.** Provides a thematic name but has no other effect.
2. **Effect.** Explains the effect of the card.
3. **Illustration.** There are 6 sets of Action Cards: Neutrals, Resources, Rule Changers, Disciple, Watch Patrol and Hard Interaction. Each set has its illustration to make it easier to separate the Mission Cards at the end of the game.
4. **Card ID.** Serves the same purpose as Mission Card ID.

For your first game, you can safely ignore any rules text which appears like this.

SETUP

CUSTOMIZING YOUR GAME

Yedo Deluxe Master Set allows you to customize your gaming experience by choosing the game length, mixing different card sets (for Missions, Actions, and Events), and by using different modules (detailed at the end of these rules). For your first game, however, we recommend the following setup procedure.

1. Put the game board in the middle of the table.
2. Shuffle the *Neutral* and *Resources* **Action Card sets** together and place them as a face-down deck onto the indicated space on the game board (1). Return all other Action Cards to the game box as you will not be using them during this game.
3. Shuffle all the **Bonus Cards** and place them as a face-down deck onto the indicated space on the game board (2).
4. Find the *Neutral* and *Resources* **Event Card sets**, shuffle them together and place as a face-down deck onto the indicated space on the game board (3). Return all other Event Cards to the game box as you will not be using them during this game.
5. Find the *Basic*, *Neutral*, *Money Maker*, and *Kill the Shogun* **Mission Card sets**. Return all other Mission Card sets to the game box as you will not be using them during this game. Next, perform the following steps:
   a. Count out a number of Basic Mission Cards equal to 4 Missions per player. Return the rest of the Basic Mission Cards to the game box.
   b. Draw exactly 1 card from the Kill the Shogun set, returning the other Kill the Shogun Mission Cards to the game box.



c. Looking at the backs of the cards, separate them into 4 decks by their colors.
d. Shuffle each of the 4 colors of Mission Cards separately and place the respective decks face down onto the indicated spaces on the game board (4).

In a game lasting 6 rounds, it can be very difficult to complete Black Missions. For your first game, we recommend removing the Black Mission deck completely. However, if you are using the Specialists and Teahouse modules, leave the Black Missions available.

6. Put all **Weapons** into the cloth bag and place the bag next to the indicated space (5). Draw 2 Weapons from the bag and place them face-up onto both 6 Mon spaces on the right side of the Market (6).
7. Place 1 **Blessing token** per player onto the indicated spaces in the Temple District (7). Return any left-over Blessing tokens to the game box.
8. Place all **Mon tokens** as a supply next to the game board. This supply is referred to as the "bank". Then place 3 Mon onto the Church in the Harbor District (8).
9. Sort the **Annexes** by type, forming 4 stacks. Depending on the number of players, each stack should contain a certain number of Annexes:
   a. 2 players: 2 Annexes per type
   b. 3 players: 2 Annexes per type
   c. 4 players: 3 Annexes per type
   d. 5 players: all 4 Annexes per type

   Place the Annex stacks face up onto their respective spaces on the game board (9). Return any left-over Annexes to the game box.
10. Depending on the number of players, put a certain number of **Geisha tokens** onto the indicated spaces on the game board (10). Organize them so that Geishas with the same values of Prestige Points (PP) are next to each other:
    a. 2 players: 1x 1PP Geisha, 1x 2PP Geisha, 1x 3PP Geisha
    b. 3 players: 2x 1PP Geishas, 2x 2PP Geishas, 1x 3PP Geisha
    c. 4 players: 2x 1PP Geishas, 2x 2PP Geishas, 2x 3PP Geishas
    d. 5 players: all 7 Geishas

    Return any left-over Geisha tokens to the game box.
11. Place the grey **Round marker** on space "1" of the Round Track (11).
12. Place the **"No Patrol" marker** next to space 6 of the Round Track. This is the recommended length of your first game of Yedo. (The marker serves as a reminder that, during the last round of the game, the Watch Patrol is removed from the board.)
13. Take the **Watch Patrol token** and flip it (like a coin) to determine the starting color of the Watch Patrol. Take the **Watch Patrol marker** of that color and place it on the Watch Patrol icon on the board (12). Its actual starting location will be determined later, after choosing your starting Favor of the Shogun Cards. The Watch Patrol of the unused color is placed next to the game board.
14. Depending on the number of players, reduce the number of Assignment spaces in the Districts by covering them with **Location Inaccessible tokens**. Cover any space with an indicated player count greater than the current number of players, as indicated below.
    a. In a 2-player game, put Placeholder tokens onto each of the following 10 spaces:



    b. In a 3-player game, put Placeholder tokens onto each of the following 6 spaces:



    c. In a 4-player game, put a Placeholder token only onto the following space:



    d. In a 5-player game, no Placeholder tokens are used to cover spaces.
15. Unless you are playing with the Specialists module, place the **Non-Specialists Board Overlay** so that it covers the Recruit Action Space in the Gates District (13).
16. Each player picks a **Clan board** and takes 4 Disciples and the 3 Player Order, Bidding, and Score markers of the corresponding color. Specialists are

used only when playing with the Specialists module, so for this game, return them to the game box.

17. Each player places 2 of their **Disciples** onto their Clan House space and the remaining 2 on the "Reserve" space on the game board.



18. The player who most recently visited Japan becomes the starting player. Alternatively, determine the starting player using a method of your own choosing.
19. The starting player places their **Player Order marker** onto the "1" spot of the Player Order Track and their **Bidding marker** onto the "1" spot of the Bidding Track. In clockwise order, all other players should do the same by placing their respective markers onto the next available numbered spots on both tracks. At the start of the game, the player order is set in a clockwise direction. Later in the game the player order is likely to change.



20. Stack all **Scoring markers** on the red space of the Score Track (each player begins the game with 1 Prestige Point).
21. Finally, in player order, each player receives **starting money and assets** as follows:
    a. Mission Cards: Each player draws 3 Green Missions and 1 Red Mission.
    b. Money: Each player receives 12 Mon from the bank.
    c. Action Card: Each player draws the top card of the Action Card deck.
    d. Favor of the Shogun Card: Take the 5 Favor of the Shogun Cards and display them face up (the side with the bonus) on the table. In reverse Player Order, beginning with the player that is last on the Player Order Track and proceeding counter-clockwise, each player takes one of the cards and immediately receives the assets depicted on the card. After receiving the bonus, the Favor of the Shogun Card should be flipped to the Blackmail Card side.

The starting player (in other words, the last player to select their Favor of the Shogun Card) should check the location printed on the card before flipping it. This indicates the District where you should now place the Watch Patrol. Move the Watch Patrol marker from the middle of the board to the slot next to that District.

Return any leftover Favor of the Shogun Cards to the game box as you will not be using them during this game.

FAVOR OF THE SHOGUN CARDS



Draw the top 3 cards from the Action Card deck. Choose 1 card to keep and discard the remaining 2 cards to the bottom of the Action Card deck. Also take an additional 3 Mon from the bank.

If chosen by the starting player: the Watch Patrol starts at the Harbor.



Draw the top 3 cards from the Bonus Card deck. Choose 1 card to keep and discard the remaining 2 cards to the bottom of the Bonus Card deck. Also take an additional 3 Mon from the bank.

If chosen by the starting player: the Watch Patrol starts at the Castle.



Draw 3 Weapons from the cloth bag. Choose 1 Weapon to keep and discard the remaining 2 to the top of the Weapon discard stack. Also take an additional 3 Mon from the bank.

If chosen by the starting player: the Watch Patrol starts at the Inn.



Take an additional 7 Mon from the bank.

If chosen by the starting player: the Watch Patrol starts at the Castle.



Take a Blessing token from the Temple District and place it onto the appropriate space on your Clan board.

If chosen by the starting player: the Watch Patrol starts at the Gate.

THE BLACKMAIL CARD

The Blackmail Card is a special type of Action Card. Since each player has a Blackmail Card, it should be kept face up. It also does not count towards the Action Card limit and cannot be countered by other Action Cards. At the end of the game, any player who still owns their Blackmail Card (because they never used it during the game) will score an additional 2 Prestige Points.

DISCIPLES

Each player begins the game with 2 Disciples, though there are ways for the players to gain more Disciples as the game progresses.

Unless explicitly allowed by a card effect, no player can lose either of their last 2 Disciples. This protection applies to Disciple arrests as well as other cases in which a player loses a Disciple. If an effect would cause a player to lose a ~~DIsciple~~, but that player already has 2 or fewer Disciples, any "lost" Disciple is returned to their Clan House instead.

Advanced Setup Summary (skip this part for your first game)

If you are using any modules, follow their respective setup instructions. If something is not specifically mentioned in the module setup or if you just want to explore Yedo on your own, use the Disciple module setup, introducing the following changes:

2. Choose 3 different Action Card sets which are shuffled together.
4. Choose 2 different Event Card sets which are shuffled together. If you are playing with the Closed Districts Event Card set, also take the "District Inaccessible" marker.
5. In addition to the Basic and Kill the Shogun Mission Card sets, choose 2 different Mission Card sets which are organized as normal.

If playing with the Jesuits Bidding module, do not shuffle the Jesuits Bidding Missions with the others.

12. Place the "No Patrol" marker:
    a. … next to round 6 for a standard 6-round game
    b. … next to round 8 for a slightly longer 8-round game
    c. … next to round 11 if you are sentimental and want to play the original, long, 11-round game.

We discourage the addition of any modules, except the Jesuits Bidding module, when playing the 11-round game.

PLAYING THE GAME

A game of Yedo is played over 6, 8, or 11 rounds, depending on the length chosen by the players.

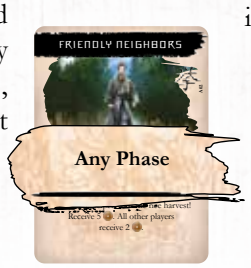
Each round comprises the following 7 ~~phases~~ which are always executed in the same order:

1. Preparation — Preparation for the round.
2. Bidding — Players bid for assets.
3. Event — An event which affects all players is revealed.
4. Assign Disciples — Players place their Disciples onto the game board and their personal Annexes
5. Watch Patrol — The Watch Patrol moves and arrests Disciples in the District in which it stops.
6. Trade — Players controlling Disciples in the Tavern District or the Market District may trade assets with other players within that same District.
7. Actions — Players activate their Disciples to gain assets, Prestige Points, or to complete Missions.

A typical game ends after a fixed number of rounds. However, the game may end sooner, at the end of any round in which a player completes the Kill the Shogun Mission which may be found among the Black Mission Cards. At the end of the game, players will score additional Prestige Points from their Bonus Cards, unused Blackmail Cards, and left-over Mon. These end-game Prestige Points are added to those gained throughout the game. The player with the most Prestige Points wins the game!

THE ACTION CARDS

Players can play Action Cards throughout the game to alter certain aspects of game play. After an Action Card has been played (or discarded) it is placed face down at the bottom of the Action Card deck. If two or more players wish to play an Action Card at the exact same moment (and they cannot work it out in any other way), the cards will be resolved in the current Player Order.



Some cards can be played at any time.

Other cards specify that they must be played during a certain ~~phase~~ or at a specific moment.



Some cards also indicate specific requirements that need to be met. Unless otherwise stated, you do not have to surrender or spend the stated requirements. You only need to meet those requirements at the time when the card is played.

If a Walls Have Ears card is played in response to another Walls Have Ears card, the two cards cancel each other out. In other words, the effect of the original card, which the first Walls Have Ears card was intended to negate, is still resolved.

PHASE 1: PREPARATION

Skip this Phase during the first round since all preparations for this round are already made during the setup.

During the Preparation Phase you always do the following, in order:.

1. Advance the Round marker on the Round Track one space forward to indicate the number of the new round.



2. All players return their Bidding markers to the Bidding Track from any Bidding spaces or the Egress space (see Phase 2: Bidding). The Bidding markers should be placed in the same order as the current Player Order.



3. Add Mon from the bank to the Church in the Harbor District:
   a. If the Church is empty, add 3 Mon to it.
   b. If there is still Mon left on the Church, add only 1 Mon to it.



4. Every player who owns a Dojo Annex receives 1 Mon from the bank.

If you are playing with the Teahouse module, add one more step:

- ~~Draw a new Specialist token from the cloth bag and place it onto the Disciples auction area.~~

If you are playing with the Specialists module, add one more step:

- Draw a new Specialist token from the cloth bag and place it onto the Disciples auction area.

During the Preparation Phase for the final round, remove the Watch Patrol marker entirely from the game.

PHASE 2: BIDDING

During the Bidding Phase, players can participate in a number of auctions to acquire one extra asset each. Each round, the same types of assets are put up for auction:

1. Action Cards
2. Bonus Cards
3. Weapons
4. Annexes
5. Geishas
6. Disciples
7. Mission Cards

The Bidding Order is based on the order of the Bidding markers on the Bidding Track, similar to how Player Order is determined. The auction passes around the table only once, giving each player a single chance to bid or pass. When a player wins an auction they immediately receive the associated reward. See below for a detailed description of the rewards.

The Bidding Phase for 2-and-3 player games differs slightly from that for 4-and-5 player games. First, read the description of the Bidding Phase as it applies to 4 and 5 players. The differences for 2 and 3 players are mentioned afterwards.

Before conducting the first auction each Bidding Phase, each player, in Player Order, has the option to drop out instead of taking part in any auctions this Phase (for example, because of insufficient funds or simply because they do not wish to participate). Any player who decides to drop out should move their Bidding marker from the Bidding Track to the Egress space and then take 3 Mon from the bank.



THE BIDDING PHASE WITH 4 OR 5 PLAYERS

The player who is currently first in Bidding Order is the Auctioneer and starts an auction by announcing which type of asset they would like to put up for auction, for example, Weapons. The starting bid is indicated next to the Bidding space of that asset type: 5 Mon for Annexes and Geishas, 3 Mon for all other types. The Auctioneer may not increase this starting bid.

The next player in the Bidding Order must either place a higher bid or pass. If they decide to place a higher bid, they may place any higher bid they like, provided they have sufficient Mon to pay the amount. This continues down the Bidding Order until each player still on the Bidding Track has had one chance to bid or pass.

The Auctioneer then gets one final opportunity to either bid higher or pass.

The highest bidder is the winner of the auction and must now do the following:

1. Pay their bid to the bank.
2. Move their Bidding marker from the Bidding Track to the associated Bidding space.
3. Collect the reward (see page XX).

At this point, if any player still has a marker on the Bidding Track, the Bidding Phase starts over, following the same procedure as above, keeping three important rules in mind:

- If the previous Auctioneer did not win the auction, they will remain the Auctioneer (since they are still first in the Bidding Order).
- The Auctioneer may not choose a previously auctioned and won asset type (indicated by the presence of a Bidding marker on the Bidding space). That type is closed for the rest of the round.
- Any player who previously won an auction may not participate again (indicated by the fact that their Bidding marker is no longer present on the Bidding Track).

CHANGES TO THE BIDDING PHASE WITH 2 OR 3 PLAYERS

All of the normal Bidding Phase rules apply, except as follows:

- The Auctioneer must choose an asset category, not the specific asset type. There are three Asset categories:
  - White — comprising the Action Cards, Bonus Cards, and Weapons asset types.
  - Black — comprising the Annexes and Geishas asset types.
  - Red — comprising the Disciples and Mission Cards asset types.



The Auctioneer can announce one of these 3 categories.

- The player who wins the auction may choose, as their reward, one of the asset types within that category. For example, if the Black category was put up for auction, the winner may choose either Annexes or Geishas as their reward, not both.
- That entire category is closed for the rest of the round.

ADDITIONAL RULES AND CLARIFICATIONS

- Mon is not kept hidden. The amount of Mon each player has must be clearly visible to the other players.
- No player may knowingly place a bid in excess of what they are able to pay. If the auction winner cannot afford to pay the full bid amount they must pay as much as they are able. They must still move their Bidding marker but will not receive any reward.
- If all other players pass, the Auctioneer automatically wins the auction and pays the minimum bid amount.
- At the start of each Bidding Phase, the current Auctioneer may choose to drop out of the auction instead (by moving their Bidding marker to the Egress space). In this case, however, they do not receive any Mon.
- A player may win an auction even if they cannot make use of the reward thereof (because the supply is exhausted, for example, or because they have already reached the limit of a particular asset type). In such a case, they must still pay their bid to the bank.

Example

It is the Blue player's turn as the Auctioneer. Blue cannot choose the Bonus Card asset type as it is already closed (because the Yellow player won it during a previous auction this round). Blue decides to put up the Weapons asset type for auction. The minimum bid is 3 Mon. Now Green must decide whether to place a higher bid, raising the amount to at least 4 Mon, or to pass. Green decides to bid 6 Mon. Since all other players have already dropped out or won a previous auction, Blue now gets the final opportunity to place a higher bid or to pass, giving the auction to Green. Blue decides to win the auction by bidding 7 Mon, paying the amount to the bank and moves their Bidding marker to the Weapons Bidding space, receiving the associated reward. Since Green still has their Bidding marker on the Bidding Track, the Bidding Phase starts over. Green becomes the new Auctioneer and can choose any of the still available asset types, automatically winning it with the minimum bid.



AUCTION REWARDS

White

- **Action Cards:** Draw the top 3 cards from the Action Card deck. Choose 1 card to keep and discard the remaining 2 cards to the bottom of the Action Card deck.
- **Bonus Cards:** Draw the top 3 cards from the Bonus Card deck. Choose 1 card to keep and discard the remaining 2 cards to the bottom of the Bonus Card deck.
- **Weapons:** Draw 3 Weapons from the cloth bag. Choose 1 Weapon to keep and discard the remaining 2 to the top of the Weapon discard stack.

Black

- **Annexes:** Take one Annex of your choice (that you do not own yet) and place it onto the appropriate space on your Clan board. You also receive 2 Prestige Points. (If you win this auction but already own all available Annexes, or if the supply is exhausted, you still receive the 2 Prestige Points as reward.)
- **Geishas:** Take the Geisha with the highest remaining Prestige Point value and place it onto the appropriate space on your Clan board. You also receive a number of Prestige Points equal to the value printed on that Geisha.

Red

- **Disciples:** Take one of your Disciples from the Reserve space and place it onto the Clan House space on your Clan board.

  If you are playing with the Specialists module, take the ~~corresponding Specialist of your color~~.

  (If you exceed the limit of 4 Disciples, immediately discard any excess Disciples of your choice.)

- **Mission Cards:** Draw the top 3 cards from one Mission Card deck of your choice. Choose 1 card to keep and discard the remaining 2 cards to the bottom of that Mission Card deck.

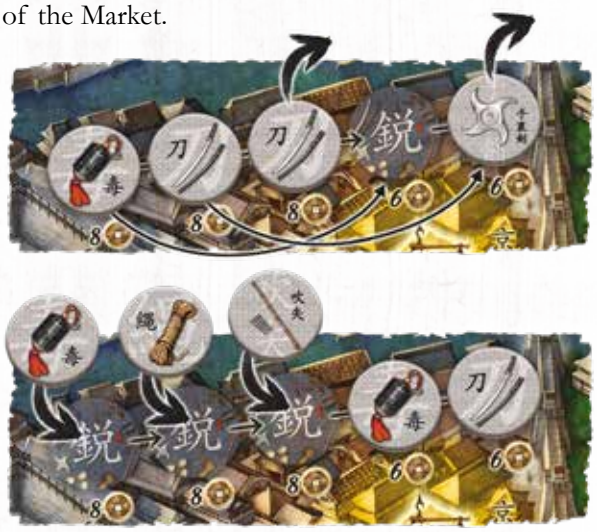
If there are fewer than 3 Mission Cards remaining in the deck of your choice, you will simply have fewer cards to choose from. If a Mission Card deck becomes completely exhausted, you can no longer gain Mission Cards of that color.

PHASE 3: EVENT

During the Event Phase you always do the following, in order:

1. Adjust the Market

If any Weapons remain on the 3 rightmost spaces of the Market (8 Mon space, 6 Mon space, and 6 Mon space), discard them. Slide any remaining Weapons from the two leftmost 8 Mon spaces all the way to the right, onto the 6 Mon spaces. Then draw 3 Weapons from the cloth bag and place them from left to right, in the order drawn, onto the 3 leftmost spaces of the Market.



At any point, if the cloth bag is empty, return all discarded Weapons to the bag.

2. Reveal an Event Card

Draw the top card of the Event Card deck and read the text out loud. Place the Event Card face up onto the "Current Event" pile, covering any Event from the previous round. The new Event takes effect immediately. In some cases, the effect must be carried out immediately. In other cases, the effect remains for a whole round or longer. Follow the instructions on the card.

If you are playing with the Closed Districts Event Card set and the Event would cause a District to become inaccessible, place the "District Inaccessible" marker onto the District. **Remember to remove this marker during the next Event Phase.**

If you are playing with the Closed Locations Event Card set, use Placeholder tokens to mark inaccessible locations. **Remember to remove such Placeholder tokens during the next Event Phase.**

If you are playing with the Teahouse module, add one more step:

- **Refresh Characters at the Teahouse**
  Discard all Character Cards from the Teahouse, placing them face up into a discard pile next to the Character Card deck. Draw and lay out a new set of Character Cards equal to the number of players plus 1 (minimum of 4), reshuffling the Character Card discard pile if the deck runs out.

If you are playing with the Specialists module, add one more step:

- **Manage Specialists**
  If any Specialists remain in the Gates District, move each of them one step to the right. If this would cause a Specialist to exit the second space, remove it from the game.

  Then, move the Specialist token from the Disciples auction space to the leftmost space in the Gates District. This Specialist is now available when performing a Recruit action in the Gates District.



PHASE 4: ASSIGN DISCIPLES

During the Assign Disciples Phase, players place their Disciples onto Annexes or available action spaces around the game board. During the Action Phase (Phase 7), these Disciples will be activated to perform various actions.

In continuous Player Order, until all available Disciples have been placed, each player places one of their remaining Disciples. The Assign Disciples Phase ends when no player has any unassigned Disciples left on their Clan board.

When it is your turn to place a Disciple, you must assign one of your Disciples to either:

- any free action space in an accessible District

OR

- one of the Annexes you have previously added to your Clan board.





While playing with the Hard interaction Mission Card set, it is possible for you to assign a Disciple to an opponent's Annex.

ADDITIONAL RULES AND CLARIFICATIONS

- No player may assign more than one Disciple at once.
- Each action space and Annex can only accommodate a single Disciple. If all action spaces within a District are occupied (either by Disciples or by Placeholder tokens), no more Disciples can be assigned to that District.
- No player may assign more than one Disciple to the Bower (the 3 numbered action spaces in the Castle District).



- On your turn, you must assign a Disciple, if you have any remaining, even if you would rather not do so. Cowardice and laziness have no place in Yedo!
- If, due to an event, the "District Inaccessible" marker has been placed on a District, all action spaces within that District are considered unavailable. You cannot assign any Disciple to any of its action spaces (unless you play the "Heart of the Dragon" Action Card).

PHASE 5: WATCH PATROL

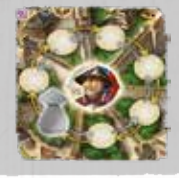
During the Watch Patrol Phase the Watch Patrol marker moves to another District. All Disciples within that District are arrested!

During this Phase you always do the following, in order:

1. Move the Watch Patrol marker to the next District

The Watch Patrol advances to the next space along its circuit. The direction is determined by its color and the direction of the arrows: the gold Watch Patrol marker always moves clockwise while the silver Watch Patrol marker always moves counter-clockwise.

There can only be one Watch Patrol marker on the game board at a time. While the effect of the Watch Patrol is always the same, the color of the marker just indicates the direction of its movement. The color of the Watch Patrol marker can change as the result of certain Events, by playing certain Action Cards, or by completing certain Missions.



2. Play Action Cards to influence the Watch Patrol's movement

In Player Order, each player has the option of playing one Action Card to influence the movement of the Watch Patrol. (For example, the Action Card "Double Time" makes the Watch Patrol move one additional District.)

The one-card limit applies only to "Watch Patrol Phase" Action Cards. Other possible Action Cards (such as "Feint" or "Walls Have Ears") can still be played as usual.

After any cards have been played, the Watch Patrol will have reached its final destination District. All Disciples in that District run the risk of being arrested!

3. Play Action Cards to save Disciples from being arrested

Again, in Player Order, each player has the option of playing one Action Card (or use their Blackmail Card) to save one or more of their Disciples from being arrested by the Watch Patrol.

The one-card limit applies only to "Watch Patrol Phase" Action Cards. Other possible Action Cards (such as "Feint" or "Walls Have Ears") can still be played as usual.

Played Blackmail Cards are returned to the game box.

4. Disciple Arrest

All Disciples present in the Watch Patrol's District, unless they have been saved by means of an Action Card, are immediately arrested. Return them to the Reserve on the game board.

Unless explicitly allowed by a card effect, no player can lose either of their last 2 Disciples. This protection applies to Disciple arrests as well as other cases in which a player loses a Disciple. If an effect would cause a player to lose a DIsciple, but that player already has 2 or fewer Disciples, any "lost" Disciple is returned to their Clan House instead.

Example

The ~~silver~~ Watch Patrol marker ends its movement in the Red Light District. The green and yellow Disciples are arrested.



During the last round of the game, skip the Watch Patrol Phase since the Watch Patrol has been removed from the board.

PHASE 6: TRADE

During the Trade Phase, players controlling Disciples in the Tavern District or the Market District may trade assets with other players within that same District. The following assets may be traded:

- Unused Blackmail Cards
- Action Cards
- Bonus Cards
- Weapons
- Geishas
- Uncompleted Mission Cards
- Mon

Annexes, Blessing tokens, Disciples, and completed Mission Cards may not be traded!

This icon serves as a reminder that you can trade assets within those two Districts:





1. If the deal includes any cards (Action, Bonus, or uncompleted Mission Cards), these are kept face down at all times. In other words, a player only gets to see the Cards they acquired after the deal has been concluded. You are not allowed to give any specifics about the cards you want to trade (names, categories, requirements, rewards, etc.). However, you may point out that you think a Card is a good fit for another player.
2. You may not trade in secret. All players must be informed of what types of assets are being traded.
3. During the Assign Disciples Phase, you may propose your deal to another player and suggest that they join your Disciple in the Market or Tavern District.
4. After all deals are concluded, the involved Disciples remain in the District.

Example Trade in the Tavern District

Blue, Green, and Red are allowed to trade among themselves. Red proposes to Green the following deal: Red receives Green's Geisha and their Doku Weapon. In return, Green gets a Bonus Card and a Nawa Weapon. Green consents to the offer if in addition to the Bonus Card and the Nawa Weapon, Red is willing to give Green 6 Mon. Red agrees and they close the deal by exchanging their assets accordingly.



PHASE 7: ACTIONS

During the Action Phase, players will activate their Disciples to perform certain actions. In continuous Player Order, until all assigned Disciples have been activated, each player activates one of their previously placed Disciples. The Action Phase ends when no player has any Disciples left on any action space or Annex.

When activating a Disciple that was placed on an action space on the main game board, you will use that Disciple to, either:

A) Complete one of your Missions related to that District

OR

B) Perform one of the actions associated with that District.

When activating a Disciple that was placed on one of your Annexes, you will use that Disciple to:

C) Use the special ability of that Annex.

After completing the chosen action, immediately return the Disciple to the Clan House space on your Clan board.

ADDITIONAL RULES AND CLARIFICATIONS

- No player may activate more than one Disciple at once.
- On your turn, you must activate a Disciple, if you have any remaining, even if you would rather not do so. (Even if you are unable to do something useful, activate the Disciple anyway and then return it to your Clan board.)
- When activating a Disciple in a District, you must choose whether to Complete a Mission OR Perform the Action Associated with the District. A Disciple which is used to Complete a Mission will not be performing any action associated with that District, and vice versa.

A) COMPLETING A MISSION

Every Mission Card has Standard Requirements, which, among other things, always includes at least one District. To complete a Mission, you must:

- Activate a Disciple that was placed within one of the Districts shown

AND

- Meet all other listed Standard Requirements.



For the Mission Card above this means (left-to-right, top-to-bottom):

- You must have at least one Disciple in both the Temple District AND the Market District.
- You must own at least one Metsubushi (Weapon).
- You must have at least one Geisha on your Clan board.
- You must own a Yashiki (Annex).

To complete this Mission you must therefore activate either the Disciple in the Temple District or the Disciple in the Market District (the other Disciple remains on the game board and may perform its own action later).

You will then gain the Standard Reward (shown in lighter color below the requirements). The Mission above would give you 3 Prestige Points, 10 Mon, and 1 Action Card.

In addition to the mandatory Standard Requirements, a Mission will also state optional Bonus Requirements.



When completing the Mission, if you also meet the Bonus Requirements (in addition to the Standard Requirements) you will receive the Bonus Reward shown (in addition to the Standard Reward received).

However, the Bonus Reward can never be earned alone. You must always meet all Standard Requirements. Sometimes, you may have to decide whether you want to complete just the Standard Requirements or to wait until you can meet both the Standard and Bonus Requirements.

When completing a Mission you always do the following, in order:

1. Display the chosen Mission Card face up on the table.
2. Show that you meet all Standard Requirements.
3. Activate your Disciple.
4. Collect the Standard Reward.
5. (Optional) Show that you meet all Bonus Requirements and then:
   a. Collect the Bonus Reward.
6. Place the Mission Card face down onto your "Completed Mission Cards" pile next to your Clan board.

For a comprehensive list of all icons used for different Requirements and Rewards, see the Appendix at the back of the rule book.

If any player completes the most difficult Mission — Kill the Shogun — the game will end at the conclusion of that round, after all Disciples have been activated.

b) Performing the Action Associated with the District

Every action space is located within a specific District. Each District has its own actions that can be performed only when activating a Disciple within that District.

In most Districts, you may freely choose any one action associated with the District. Usually it does not matter if that action has been performed previously. In the Castle District, however, each action space is associated with a single specific action.

The Gates District [Takanawa Okido]

1. Recruit one Disciple

You may not choose this action if you already have all 4 Disciples (unless you are playing with the Specialists module).



Pay 7 Mon to the bank and take one of your Disciples from the Reserve and place it onto your Clan House.

If you are playing with the Specialists module, when performing this action, after paying 7 Mon to the bank, recruit one of the Specialists currently available in the Gates District. If you already have a total of 4 Disciples and Specialists (combined) you must first return one of your Disciples or Specialists to the Reserve.



2. Beg

You may not choose this action if you have 0 Prestige Points.



- Lose 1 Prestige Point (by moving your Score marker on the Score Track backwards) to receive 3 Mon from the bank.

OR

- Lose 2 Prestige Points to receive 5 Mon from the bank.

You cannot choose the second option unless you have at least 2 Prestige Points.

3. Foresight — Action Cards

Look at the top 3 cards of the Action Card deck. Return them, face down and in any order you want, to the top of the Action Card deck.



The Tavern District [Juku]



1. Build an Annex

You may not choose this action if you are unable to build any of the available Annexes.

Pay 11 Mon to the bank and take one Annex of your choice. The chosen Annex must be one that you do not already own and one which is still available on the game board. Place it onto the appropriate space on your Clan board.



Afterwards, gain 2 Prestige Points.

For a comprehensive list of the Annexes, along with their special abilities, see the Appendix at the back of the rule book.

2. Foresight — Weapons

Draw 3 Weapons from the cloth bag and look at them. Arrange them in any order you want and place them, face down, next to the Weapon discard pile. The next time Weapons should be drawn from the cloth bag, for any reason, they must first be drawn from the top of this stack.



The Harbor District [Shiba]



1. Visit the Church

You may not choose this action if there is no Mon left on the Church or if the Church has been burned as the result of an Event.



The Disciple converts to Christianity and receives charity. Take all Mon that is left on the Church.

2. Buy Luxury Goods from European Merchants

You may not choose this action if you have less than 4 Mon.



- Pay 4 Mon to the bank to receive 1 Prestige Point.

OR

- Pay 9 Mon to the bank to receive 3 Prestige Points.

3. Foresight — Bonus Cards

Look at the top 3 cards of the Bonus Card deck. Return them, face down and in any order you want, to the top of the Bonus Card deck.



The Red Light District [Yoshiwara]



1. Recruit Geisha

You may not choose this action if you already have 3 Geishas or if no Geishas remains near the Geisha Bidding space.

First you must choose whether to pay 8 Mon to the bank OR lose 2 Prestige Points. Then, ~~take one of the remaining Geisha tokens~~ and place it onto the appropriate space on your Clan board.



Afterwards, gain the number of Prestige Points depicted on the token you just took.

When performing this action, if you do not have at least 8 Mon and also do not have at least 2 Prestige Points, you forfeit this entire action to no effect.

2. Buy Action Card

Pay 4 Mon to the bank to draw the top card from the Action Card deck, keeping in mind your Action Card limit afterwards.



The Market District [Kyobashi]

1. Buy Weapon at the Market



Choose one of the Weapons available at the Market. Pay, to the bank, the amount of Mon shown beneath its space. Take the Weapon and add it to one of the spaces at the top of your Clan board. If you already own 4 Weapons, replace an existing Weapon with the one you just purchased.

If you own the Kobudo-Ryu Annex, the Weapon will cost you 3 Mon less.

2. Sell Bonus Card or Action Card

Discard 1 Bonus Card or 1 Action Card, face down, to the bottom of its deck. Receive 2 Mon from the bank.



The Temple District [Ikegami Hommonji]

1. Receive a Blessing

You may not choose this action if you already have a Blessing token.



Take a Blessing token from the Temple District and place it onto the appropriate space on your Clan board.

2. Foresight — Mission Cards or Event Cards



- Look at the top 3 cards of one Mission Card deck. Return them, face down and in any order you want, to the top of that Mission Card deck.

OR

- Look at the top 3 cards of the Event Card. Return them, face down and without changing their order, to the top of the Event Card deck.

The Castle District [Edo-Jo]

Depending on which action space your Disciple was assigned to, it can perform one specific action.

1. Audience with the Shogun

Your Disciple visits the Shogun. Receive 1 Prestige Point.



2. Audience with the Bakufu

You Disciple receives new orders. Draw the top card from one Mission Card deck of your choice.



3. Relax at the Bower

This action will impact the Player Order. The first player to perform this action will trigger an immediate activation of the entire Bower, regardless of the space their Disciple occupies.



When performing this action you always do the following, in order:

a. Shift all Player Order markers slightly to the right, off the Player Order Track.
b. The player whose Disciple occupies the lowest-numbered action space at the Bower will choose their new position on the Player Order Track by moving their Player Order marker onto the corresponding space. Repeat this process for the remaining numbered action spaces, in order.
c. All unassigned Player Order markers must now be returned to the Player Order Track, starting with the top-most marker. Each marker, in order, is placed onto the lowest-numbered available position on the Player Order Track.
d. **Return all Disciples at the Bower to their respective Clan Houses.**

The new Player Order takes effect immediately! The Action Phase will proceed with the player whose Player Order marker is positioned immediately after the current player's marker on the Player Order Track.

The Bower effect is not triggered if you activate your Disciple here but choose to complete a Mission instead. Likewise, the Bower effect is triggered, causing your Disciple to activate at the Bower, you may not choose to complete a ~~MIssion~~ instead.

Since the activation of any Disciple at the Bower results in the activation of all Disciples at the Bower — if you assign your Disciple to the Bower with the intent of completing a Mission, another player may activate their Disciple first, thereby triggering the Bower effect, resulting in your Disciple being removed from the Bower.

Example



The Green player activates their Disciple at the Bower to change the Player Order.

1. *All markers on the Player Order Track are shifted slightly to the right*
2. *Since the Red Disciple occupies the lowest-numbered action space at the Bower, they will be the first to choose their position on the Player Order Track. The Red player selects the 4th position. Next, it is the Green player's turn to choose their position on the Player Order Track. Green wants to be first in Player Order and selects the top spot on the Player Order Track.*



3. *Neither Blue nor Yellow had any Disciples assigned at the Bower. However, their Player Markers will now be returned to the Player Order Track, filling the remaining spaces from top to bottom.*



4. *Both Disciples at the Bower are returned to their respective Clan Houses.*
5. *The Blue Disciple remains since it was assigned to the Audience with the Bakufu action space and not one of the action spaces at the Bower.*



6. *Since this action was performed by the Green player, it is now the Blue player's turn, since their Player Order marker is next on the Player Order Track.*



c) Using the special ability of an Annex

To use the special ability of an Annex, you must have built that particular Annex previously. The Annex spaces on your Clan board only indicate where each type of Annex should be placed.

Each Annex effectively acts as its own action space. When you activate a Disciple there, you can use the special ability associated with that Annex.

For a comprehensive list of the Annexes, along with their special abilities, see the Appendix at the back of the rule book.

END OF THE GAME

The game ends at the conclusion of the last (6th, 8th, or 11th) round, after all Disciples have been activated..

If any player completes the most difficult Mission — Kill the Shogun — the game will end at the conclusion of that round, after all Disciples have been activated.

After the game has ended, final scoring takes place.

- Every player scores Prestige Points from each achieved Bonus Card they have.

No player may have more than 2 Bonus Cards in total.

- Any player who still owns their Blackmail Card (because they never used it during the game) will score an additional 2 Prestige Points.

It is possible for a player to own more than one Blackmail Card (because they received one in trade). In such a case they will score 2 Prestige Points for each Blackmail Card they own.

- If you are playing with the Teahouse module, each Character provides a number of Prestige Points as indicated on the card.
- Every player scores 1 Prestige Point for every 10 Mon they have left (rounded down).

The player with the most Prestige Points wins the game! In case of a tie, the tied player who is currently first in Player Order wins the game!

THE TEAHOUSE MODULE

The Teahouse module gives you the opportunity to meet the greatest personalities from Yedo. Playing it, you will be able to talk Characters into allowing you to use their unique one-time special abilities each round, effectively using a changing tableau of transient special abilities.

SETUP

Before Step 21 of the Setup (players receive starting money and assets):

1. Locate the following Character Cards:
   a. Shogun
   b. Geisha Natsuko
   c. Beggar
   d. Eminent Advisor to the Shogun
   e. Shopkeeper
   Set aside the remaining Character Cards.
2. Pair the Favor of the Shogun Cards with their corresponding Character Cards:
   a. **Bonus** Favor of the Shogun Card with the **Shogun** Character Card.



   b. **Action** Favor of the Shogun Card with the **Geisha Natsuko** Character Card



c. **Blessing** Favor of the Shogun Card with the **Beggar** Character Card



d. **Weapon** Favor of the Shogun Card with the **Eminent Advisor to the Shogun** Character Card



e. **Mon** Favor of the Shogun Card with the **Shopkeeper** Character Card



During Step 21 of the Setup (players receive starting money and assets):

1. When choosing their Favor of the Shogun Card, each player will take the corresponding Character Card as well.
   When playing with fewer than 5 players, after all players have chosen their Favor of the Shogun Cards, discard any unclaimed Character Cards, adding them to the previously set aside Character Cards. Return the leftover Favor of the Shogun Cards to the game box as usual.
2. Shuffle the set aside Character Cards (including any which were not claimed by the players), forming a Character Card deck which should be placed to the side of the game board.
3. Draw and lay out a number of Character Cards equal to the number of players plus 1 (minimum of 4). The Character Cards should be displayed face up next to the game board, within easy view of all players. This represents your Teahouse.

PLAYING WITH THIS MODULE

1. **During the Preparation Phase** (see Phase 1: Preparation on page 14):
   a. If any player still has an active but unused Character Card, they must discard it and take 1 Bonus Card instead, keeping in mind the Bonus Card limit afterwards.

This rule does not apply to the solo or cooperative game modes. (See the Shogun Must Die module on page ~~8~~ 9.)

   b. If any player recruited a new Character during the previous round, they should now flip the Character Card face up, to its active side, to mark that this is their Character for this round.
2. **During the Event Phase** (see Phase 3: Event on page 17), add the following step after revealing and resolving the Event for the round:
   Refresh Characters at the Teahouse
   Discard all Character Cards from the Teahouse, placing them face up into a discard pile next to the Character Card deck. Draw and lay out a new set of Character Cards equal to the number of players plus 1 (minimum of 4), reshuffling the Character Card discard pile if the deck runs out.
3. **During the Action Phase** (see Phase 7: Actions on page 20):
   When activating a Disciple that was placed on an action space on the main game board, you will use that Disciple to, either:

A) Complete one of your Missions related to that District

OR

B) Perform one of the actions associated with that District

OR

~~D~~) **Recruit a Character from the Teahouse. (New option, see below.)**

~~B~~) RECRUITING A CHARACTER FROM THE TEAHOUSE

Choose one of the face-up Character Cards on display at the Teahouse. Place the chosen Character Card face down next to your Clan board.

USING A CHARACTER ABILITY

Each Character Card details information about its ability, any restrictions that apply to its use, and so forth. After using the Character ability, as outlined on the card, immediately discard the Character to the common Character Card discard pile.

Unused active Character Cards are discarded during the Preparation Phase of the following round.

Additional Rules and Clarifications

- You can never use a Character in the same round in which it was recruited.
- You may never have more than one active Character each round.
- You may, however, recruit a new Character (for use during the following round) while you still have an existing active Character (for use during the current round).

End of Game

After the game has ended, but before final scoring takes place:

- If any player still has an active but unused Character Card, they must discard it and take 1 Bonus Card instead, keeping in mind the Bonus Card limit afterwards.
- If any player recruited a new Character during the final round, they should now flip the Character Card face up, to its active side. Each Character provides a number of Prestige Points as indicated on the card.

Example:

The Blue player recruited the Beggar during the final round of the game. When the game ends, after discarding any active but unused Character Cards, all face-down Characters are flipped face up. The Blue player scores 2 Prestige Points for the Beggar.



Specialists Module

Specialized workforce has come to Yedo! Now the aspiring Daimyos can hire skilled Disciples and use their special abilities to greater advantages!

Setup

1. All players receive 2 regular Disciples as normal. Return the remaining regular Disciples to the game box as you will not be using them during this game.
2. Take all wooden Specialists and place them within easy reach of all players.
3. Take the bag and put all Specialists tokens inside.
4. Do **not** place the Non-Specialists Board Overlay on the Gate District.



Playing with this Module

1. **During the Preparation Phase** (see Phase 1: Preparation on page 14):
   a. Draw a new Specialist token from the cloth bag and place it onto the Disciples auction area.
2. **During the Bidding Phase** (see Phase 2: Bidding on page 15):
   a. If you win the Disciples Auction Reward, take the corresponding Specialist of your color.
3. **During the Event Phase** (see Phase 3: Event on page 17), add the following step after revealing and resolving the Event for the round:

   Manage Specialists

   If any Specialists remain in the Gates District, move each of them one step to the right. If this would cause a Specialist to exit the second space, remove it from the game.

   Then, move the Specialist token from the Disciples auction space to the leftmost space in the Gates District. This Specialist is now available when performing a Recruit action in the Gates District.



4. **During the Action Phase** (see Phase 7: Actions on page 20), if taking the **Recruit one Disciple** action in the Gates District:
   a. After paying 7 Mon to the bank, recruit one of the Specialists currently available in the Gates District, placing it onto your Clan House as normal. If you already have a total of 4 Disciples and Specialists (combined) you must first return one of your Disciples or Specialists to the Reserve.

Additional Rules and Clarifications

- A Specialist cannot be used in the same round in which it was recruited from the Gates District. It can only be used during the same round when won during the Bidding Phase.
- You may only recruit one Specialist of each type. During the Bidding Phase, if you already have a Specialist matching the token in the Disciples auction area, you may not participate in a bid for that Specialist.

Specialist Abilities

Samurai



After completing a Mission with the Samurai, gain 1 Prestige Point.

Onna-bugeisha



After completing a Mission with the Onna-bugeisha, you may convert 5 Mon into 1 Prestige Point (you may do this as many times as you wish).

Messenger



After completing a Mission with the Messenger, immediately draw the top card from one Mission Card deck of your choice.

Ninja



The Ninja can never be arrested.

Weaponsmith



~~You may have up to 5 Weapons.~~

Monk



You always act as if you have a Blessing token when completing a Mission with the Monk.

When performing any Foresight action, draw 1 additional card (or Weapon token, as applicable).

JESUITS BIDDING MODULE

The Catholic Church gains more influence in Yedo! With more and more citizens becoming Christians, a new set of Missions becomes available. Will you find new allies and help them, so that in turn they will help you rise to power?

This module can only be used in games that last 8 or 11 rounds!

SETUP

1. Set all ~~Jesuit~~ Bidding Missions aside, near the Harbor District. These will enter play later.
2. Once regular setup is complete, add the Jesuits Bidding Event Card to the Event deck:
   a. In a 8-round game, shuffle the Jesuits Bidding Event into the top 4 cards of the Event deck.
   b. In an 11-round game, shuffle the Jesuits Bidding Event into the top 5 cards of the Event deck.

JESUITS BIDDING EVENT

When the Jesuits Bidding Event takes place, separate the ~~Jesuit~~ Bidding Missions by color. Shuffle each deck separately, placing all of them next to the Harbor District.

From this point on, Disciples in the Harbor District have access to the following new action:

Draw Jesuits Bidding Mission
Draw the top card from a Jesuits Bidding Mission Card deck of your choice.

Jesuits Bidding Missions count as regular Missions, with the following exception:

- **If a Jesuits Bidding Mission leaves a player's hand for any reason other than completing the Mission or passing the card to another player — return the card to the bottom of its corresponding stack.**

SAKOKU

If you are playing with the Sakoku Event card:

- **If the Sakoku Event takes place before the Jesuits Bidding Event:**
  - Return the ~~Jesuit~~ Bidding Mission Cards to the game box as they will no longer be used during this game.
  - Leave the Sakoku Event Card face up next to the Events deck as a reminder.
  - When the Jesuits Bidding Event Card is later drawn, immediately discard it together with the Sakoku Event Card, and draw a new Event Card in its stead.
- **If the Sakoku Event is drawn after the Jesuits Bidding Event:**
  - All players must immediately discard any uncompleted ~~Jesuit~~ Bidding Missions.
  - Return the ~~Jesuit~~ Bidding Mission Cards to the game box as they will no longer be available during this game.

Previously completed ~~Jesuit~~ Bidding Missions are unaffected and should not be removed. They are treated as normal Missions.

CLAN POWERS MODULE

SETUP

During Step 21 of the Setup (players receive starting money and assets):

1. Before the players choose their Favor of the Shogun Card (and Characters, if playing with The Teahouse module), resolve the following steps:
   a. Shuffle all Clan Power Cards to form a face down deck.
   b. Beginning with the player that is last in Player Order:
      i. The player draws Clan Power Cards from the deck, until they have 2 Clan Power Cards.
      ii. From these 2 cards, the player chooses 1 to keep and places it face down in the designated Clan Power spot of their Clan board.
      iii. The remaining Clan Power Card is passed to the player on their right, who repeats this procedure. (Continue until each player has chosen 1 Clan Power Card.)



Do not reveal any Clan Powers yet.

2. Proceed with selection of Favor of the Shogun Cards (and Characters, if playing with The Teahouse module).
3. **After the Favor of the Shogun Cards have been chosen, but before applying their effects**, reveal all players' Clan Powers.
4. If any Clan Power Card offers an ability that can be used when applying the effects of the Favor of the Shogun, apply it now.

Clan Power Name	Clan Power Ability 1	Clan Power Ability 2
The Wealthy	You begin the game with extra Mon: ~~• 8 in a 6-round game~~ ~~• 12 in an 8-round game~~ ~~• 16 in an 11-round game~~	
The Generous	~~You may use other players' Annexes as your own.~~	~~Other players may place Disciples here (1 per player per round). If they do so, they receive 7 Mon from the bank and you gain 1 Prestige Point.~~
The Tenacious	Pay ~~2~~ Mon less when paying any cost on the Main Board.	
The Seaworthy	Whenever you take Mon from the Church, receive an additional 2 Mon from the bank.	You have access to an additional personal location within the Harbor District. You may use it to, either: • Convert 4 Mon into 1 Prestige Point. • Convert 9 Mon into 3 Prestige Points. • Convert 14 Mon into 6 Prestige Points. Note: You may use this location even if the Harbor District is closed (for any reason).
The Duplicitous	You begin the game with the Ninja Specialist as an additional (third) Disciple.	If you are not playing with the Specialists module, you instead begin the game with an additional regular Disciple and ~~4~~ extra Mon.
The Wise	~~Whenever you draw 1 or more cards from any deck, always draw 2 additional cards (from the same deck). Afterwards, discard 2 cards (of the type taken).~~	



Yedo Deluxe Master Set cooperative play expansion for 1–4 players,
designed by Dávid Turczi, Thomas Vande Ginste, and Wolf Plancke.

The Shogun has grown in power in recent months, and it is ~~not~~ clear that his ambitions reach much further than his current station. The Emperor has pretended not to notice but his eyes were fixed on this new threat. Now that there can be no doubt of what the Shogun hopes to achieve, it will be your task to do away with this threat to the imperial order.

Serve your Emperor, do what must be done and prove your skill and mettle against a new kind of challenge!

Welcome to the cooperative and solo module for Yedo Deluxe Master Set. When playing solitaire or cooperating with your friends, you will be facing an automated opponent working similarly to an actual player. Throughout these rules your automated opponent will be referred to as "the Daimyo", or "it".

COMPONENTS

- 30 Emperor Cards: 9 Green, 9 Yellow and 12 Red
- 8 Daimyo Cards
- 1 Cooperative board.
- 1 Daimyo's Interference token

SETUP

1. Remove every game component marked with this icon ⃠ before setting up the game. This includes some Action cards, Bonus cards, Missions, and some Teahouse characters and Clan Powers if using those modules. Additionally, return every Event card to the box, they will not be used at all.
2. Separate out every "Kill the Shogun" Mission card (do not include them in the Black Mission deck) and put them aside.
3. Select one of the unused colors, these will be the Daimyo's pieces. The Daimyo does not track Prestige points and does not participate in Auctions, so only its Turn Order Marker and 4 of its Disciples will be required.
4. Set up the game normally, but with the following changes:
   a. In step 10 and 14, add the Geisha tokens and the Placeholder counters as if there was an additional player in play. (For 1 player, use the 2 player setup; for 2 player, use the 3 player setup; etc.)
   b. In step 16, add two of the Daimyo's Disciples to the Reserve space as well. Place the other two next to the board, they will be used later.
   c. In step 17, the Daimyo always starts the game as the last player.
   d. In step 18, each player may choose their starting Missions, any combination of 4 Missions is allowed.
5. Place the Cooperative board next to the main board.



6. Separate the Emperor cards based on their back, and shuffle them separately.
7. Select the Emperor's mood: **Gentle**, **Demanding**, or **Insatiable**. Depending on the mood and the player count, construct the Emperor Deck, stacking the following randomly selected cards face down in order, starting from the first mentioned card on the top (down to the last one on the bottom). Place the created deck on the "Upcoming Errand" space of the Cooperative board.
   We recommend trying your hand with a Demanding Emperor for your first game, and then adjusting it accordingly.

Mood	1P	2P	3P	4P
Gentle	GGGGGYY	GGYYYYR	GYYYYRR	YYYYRRR
Demanding	GGGYYYR	YYYYRRR	YYYYRRR	YYYRRRR
Insatiable	GGYYYRR	YYRRRRR	YRRRRRR	RRRRRRR

8. Place two face down Yellow Emperor cards on the "Winning Conditions" space of the Cooperative board. Randomly select one of the "Kill the Shogun" Missions, and place it face up over the two Yellow Emperor cards on the "Winning Conditions" space.
9. Place the two remaining Daimyo Disciples next to the Cooperative board, these will be the available Disciples for it. **Master Daimyo variant**: For an increased difficulty game, move one more of the Daimyo Disciples from the Reserves to the available pool.
10. Shuffle all 8 Daimyo cards, and place them next to the Daimyo's pool of Disciples. Place the "Daimyo's interference" token next to the pool as well.
11. Use 3 Specialist pieces belonging to the Daimyo's color (it does not matter which ones) to mark your goals in each of the 3 columns on the Cooperative board. For your first game, we recommend using the Normal goals.
    a. If playing solo, do not use the column labelled "Highest Prestige", as that will not be necessary.



12. Place the No Watch Patrol marker on the 7th round.
13. If playing solo, the single player takes an additional Disciple **of a different** color and places it on their Clan board. This Disciple will be referred to as the Errand Boy.

CHANGES IN GAMEPLAY

General rules:

- Players may freely discuss anything, including the contents of their cards. We recommend playing with the contents of their hands kept private, but groups may agree to a higher level of cooperative coordination.
- Players may not exchange anything outside the boundaries of the Trading Phase.
- Any Action cards referring to Opponents mean the other players, any Action or Bonus cards referring to "your" pieces mean explicitly only pieces belonging to the player playing said card.

PHASE 1: PREPARATION

As in the base game, this Phase is skipped during the first round.

Perform all steps described in the base game. Additionally:

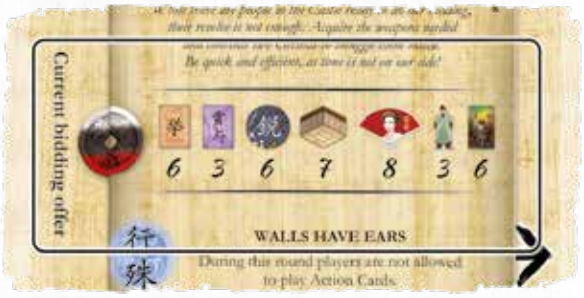
- If there is an Emperor card in the "Current Errand" space, perform its penalty.
  - Some Red cards show several assets to lose: each player must choose a different one, if they cannot choose one they lose 3 Prestige points instead (as indicated on the card).
- Then, remove the card from the "Current Errand" space, out of the game.
- If there is a face up Emperor card in the "Upcoming Errand" space, slide it left, to the "Current Errand" space.
- If the top card of the "Winning Conditions" space is face down, turn it face up.
- Lay out as many cards face down from the Daimyo deck as the number of available Disciples in its pool. Turn the second one face up. Place one of its available Disciples atop each of these cards.
- If during this the Daimyo deck runs out of cards, simply reshuffle its discard pile and continue dealing.



PHASE 2: BIDDING

These rules completely replace the Bidding Phase rules of the base game.

1. Each player selects an amount of their Mon (including zero) and puts it in their hand. Players may discuss during this what they wish to buy.
2. Players unwilling or unable to select at least 3 Mon must drop out of the Bidding Phase, they receive 3 Mon from the supply (as in the base game).
3. Once all players still in Bidding have selected an amount, turn the top Emperor card of the Event Deck (on the "Upcoming Errand" space) face up, and see the prices on its top section.



4. Each player **must** spend the amount they selected in the first step, then select an asset costing up to that much (according to the revealed Emperor card) to receive. Each asset can only be selected by one player. If a player is completely unable to select an asset, they get to keep their bid, but do **not** get 3 Mon (unlike players who chose not to bid).

Important Notes:

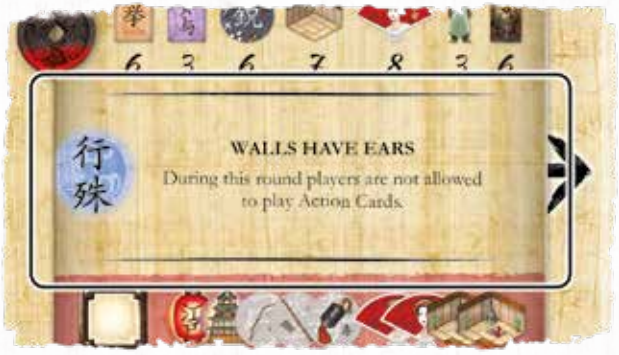
- If the Daimyo is the Starting Player, all prices in the Bidding Phase are increased by 1 Mon. The Daimyo's Interference Token shows this as a reminder. (It only applies in the Bidding Phase!)
- The Emperor cards may show prices up to 2 (green) or 3 (yellow/red) Mon higher than the printed base prices. Red cards have fewer (at least one) assets available at base price.
- Coins placed on the Annex market by the Daimyo (see Action Phase) increase the price of Annexes during the Bidding Phase as well.

PHASE 3: EVENT

1. Adjust the Market
This step is resolved unchanged from the base game.

2. Resolve Event
These rules completely replace the "Reveal Event card" step of the base game.

Read and perform the Event text of the Emperor card atop the Event Deck on the "Upcoming Errand" space. Some effects differ based on player count (the Daimyo is not included in this count). If a mandatory penalty cannot be fully paid, simply pay as much of it as possible.



- Remember: No player may drop below 2 Disciples, and if there is an alternative cost to pay other than a player with 2 Disciples losing one it must be chosen.
- Unlike in the base game, Blessings may not be paid to negate events (unless the text explicitly says otherwise).

PHASE 4: ASSIGN DISCIPLES

The base game rules of the Assign Disciples Phase remain unchanged.

When it is the Daimyo's turn to place, see the rules below.

When playing solo, the Errand Boy can be assigned as any other Disciple, in any order.

DAIMYO'S ASSIGNMENT

When it is the Daimyo's turn to assign, and it has one or more available Disciples remaining perform the following steps:

- Take the left most Disciple from the Daimyo's display. If the card beneath it is face down, turn it face up.
- Place the Disciple onto the District indicated on the card it was taken from.
  - If the Disciple is to be placed on the Castle District, place it on the lowest numbered available space on the Bower.
  - If this card is the current card, repeat the procedure of the card to its left. If this is the first card, perform the procedure of the card to its right instead.



- If that District has no remaining free spaces, place the Disciple on the Castle District (on the Bower) instead.
- If the Bower in the Castle has no remaining free spaces, or the Daimyo already has a Disciple there, find the next District with an empty space (starting from the Castle District, clockwise or counterclockwise - depending on the Watch Patrol's direction), and place the Disciple there.
- The Daimyo never places a Disciple on a non-Bower space of the Castle District.

ERRAND SPACES

Some Errands have an Assignment Space on them. One Disciple may be assigned by one of the players to each such Errand as normal. This space is never blocked, the Watch Patrol never affects it, and the Daimyo never places here.



PHASE 5: WATCH PATROL

The structure of the Watch Patrol Phase is very similar to that of the competitive game.

A. Move the Watch Patrol by one space in the direction indicated by its color, as in the base game.
B. Adjust the movement of the Watch Patrol in the same order as shown on the Daimyo cards revealed during the Assign Disciples Phase. Each player may play 1 Action card affecting the movement before or after (but not during) this.



Change the color of the Watch Patrol.



Move the Watch Patrol one additional space.



Move the Watch Patrol two additional spaces.

C. Each player may play 1 Action card (or their Blackmail card) to save their Disciple(s) from Arrest. If this icon is shown on one of the Daimyo cards revealed during the Assign Disciples Phase, players may return their Blessing to avoid the arrest of one of their Disciples as well.



D. Remaining player Disciples are arrested, as in the base game. Daimyo's Disciples are never arrested.

PHASE 6: TRADE

The Trade Phase follows the rules of the base game, with one important restriction: **Only equal assets may be traded.** These are the following:

- 1 Weapon
- 1 Geisha
- 5 Mon
- 1 Uncompleted Mission Card
- 1 Action Card
- 1 Bonus Card
- 1 Unused Blackmail card

Players are allowed to trade (because of their Disciples in the Tavern and the Market District) can make any number of trades amongst themselves, but each trade must be of equal value. Spare change (less than 5 Mon) may not be given to other players.

The Daimyo's Disciples do not affect the Trading Phase.

PHASE 7: ACTIONS

The base game rules of the Action Phase remain unchanged.

When it is the Daimyo's turn to resolve an action, see the rules below.

When playing solo, the Errand Boy can perform actions like any other Disciple except it cannot perform Missions, and its presence does not count toward Missions either (it does count towards Errands though, see below).

DAIMYO'S ACTIONS

When it is the Daimyo's turn to perform an action, check the player aid (or see the list below) to find the highest priority action it wants to perform, and perform it. Return the Disciple that it used to perform said action to its pool of Disciples.

Actions in decreasing order of priority:

1. If it has at least one Disciple on the Harbor District, it removes all Mon on the Church. If there are no Mon on the Church, nothing happens.
2. If it has at least one Disciple on the Market District, it discards the rightmost Weapon.
3. If it has at least one Disciple on the Red Light District, it takes the highest valued Geisha from supply, and removes it from the game.
4. If it has at least one Disciple on the Gate District, it takes one of its Disciples from the Reserve and moves it to its pool of Disciples.
5. If it has at least one Disciple on the Castle District, it activates the Bower. If it was already the Starting Player, and as a result of the Bower getting activated it would become the first player again every player loses 1 Prestige Point. (This rule is in effect even if a player activates the Bower while the Daimyo has a Disciple there.) Remember to place and remove the "Daimyo's interference" token near the Bidding supplies whenever the Daimyo becomes or ceases to be the first player.
6. If it has at least one Disciple on the Tavern District place 1 Mon on the Annex offer (from supply). Each coin placed on the Annex offer permanently increases the cost of Annexes' price whether bought

in the Bidding Phase or using the Tavern District's action.

7. If it has at least one Disciple on the Temple District each player who **does not** currently have a Disciple in the Temple District (having the Errand Boy there if playing solo is also accepted) lose 1 Prestige point.

COMPLETING MISSIONS

Players complete Missions the same way as they do in the base game. Other people's assets and Disciples do **not** count towards completing Missions. When playing solo, the Errand Boy does not count towards the Disciple requirements of a Mission nor can it be activated to complete a Mission.

KILLING THE SHOGUN

On the "Winning Conditions" space of the Cooperative board there is a face up Black Mission: ***Kill the Shogun***. One player must complete it before the game's end as a minimum requirement to win the game. Completing this is like any other Mission (the player has to complete it **on their own**), but while it is uncompleted it is always available to any player to complete and does not count against any player's Mission hand limit.

When completed, remove the card from the Cooperative board (it is placed amongst the completing player's completed Missions), **but do NOT gain any of its rewards**.

Note that Killing the Shogun earlier gives you additional turns to complete the bonus Errands thus revealed on the "Winning Conditions" space: allowing the players to complete more Errands as necessary for higher objectives.

RESOLVING ERRANDS

A new, additional challenge in the cooperative game is the Errands. The Emperor assigns the group of you a task for each round, and while a little delay is acceptable, too much is not. As explained in the Preparation Phase, if an Errand is not completed in two consecutive rounds the Emperor will deal out a punishment.

Completing an Errand is very similar to completing a Mission. Errands have requirements for Disciple placements and assets just like Missions, but they are achieved cooperatively:

- The Disciples fulfilling the District requirements of the Errand may belong to one or multiple players. If playing solo, the Errand Boy may also be used.
- The asset requirements must be met amongst one or multiple players, but **only players with at least one Disciple fulfilling the District requirement**s can contribute assets to. (However, multiple players' Disciples can be even in the same required District to allow them to all contribute.)
- The Disciple resolving the Errand does so as its action (may not do another action at the District, or complete a Mission).
  - Some Errands have assignment spaces on them where one Disciple could be assigned in the Assign Disciples Phase. Errands such as those are resolved by activating the Disciple on them. The player whose Disciple is activating is always allowed to contribute to the asset requirements.
- When completed, the **contributing players** get rewarded: Most Errands have rewards that are separated by "/" , each contributing player must choose **one** different option. If there are fewer options than contributing players, some will not get any rewards. Simple (Green) Errands have a single reward given to one of the (usually the only) contributing players.

~~[this needs a complete example of a simple errand, and a more complicated errand with a disciple on it, where some but not all the players are contributing.]~~

Completed Errands do not count as completed Missions, but any Action card that can be played "while resolving a Mission" can be played while resolving an Errand too.

Once an Errand is completed, remove its card from the Cooperative board. Keep all completed Errands together (regardless of the activating player), as they will be required during the end of game evaluation.

END OF GAME

The game ends at the end of the 7th round.

If the "Kill the Shogun" Mission is not completed (the card is still on the "Winning Conditions" space of the Cooperative board) the players have lost the game.

Otherwise perform scoring: Each player scores their Bonus cards (maximum 2 cards each), 2 points per unused Blackmail card they have left, plus 1 point for every 10 Mon they have.

Then compare the players' Prestige with the targets marked on the Objective cards: if each player has at least as many Prestige points as shown on the "Lowest Prestige" target, **and** at least one player has at least as many Prestige points as shown on the "Highest Prestige" target, **and** at least as many Errands have been completed amongst the players as shown on the "Errands Completed" target the players have collectively won the game. They may record scores for comparing their future successes. If any of the targets are not met, the players have lost the game, as despite Shogun's death the Emperor is still not satisfied.

In solo play, the "Highest Prestige" target does not have to be met, and that Objective card is not used.

COMBINING THIS MODULE WITH OTHER MODULES

~~This module~~ can be used in conjunction with Specialists, Teahouse and Clan Powers modules:

- With Specialists, we recommend using the Specialist-specific missions to compensate for the added possibilities with added requirements. The Daimyo does not use Specialists.
- With the Teahouse, remember to remove the Specialists not fit for solo and cooperative play. Also, do not discard Character the same way you do in competitive mode - instead, see the Character card for a note on when they are discarded. The rules for acquiring new Characters stay the same: if you recruit a new Character, you must discard the current one as you flip your new Character face up. The Daimyo does not interact with Characters, and the game may become easier when using this module.
- With Clan Powers, follow the solo and cooperative instructions on some Clan Power Cards.

APPENDIX

MISSION REQUIREMENT ICONS

1. You must have at least one Disciple present on an action space in each of the Districts shown on the Mission Card. (If a District is shown twice, you must have at least two Disciples in that District.) To complete the Mission, you must activate a Disciple in one of the Districts listed among the Standard Requirements.



2. You must own each Weapon shown on the Mission Card. You do not surrender these Weapons.



3. You must own each Annex shown on the Mission Card. You neither surrender these Annexes, nor do you need to have a Disciple on them.



4. You must have at least the number of Geishas shown on the Mission Card. You neither surrender those Geisha, nor do their individual Prestige Point values matter.



The following Assets must be surrendered when completing the Mission (indicated by the arrow):

5. You must have a Blessing token on your Clan board and return it to the Temple District.



6. You must pay the indicated amount of Mon to the bank. Remember that this must be paid before collecting the reward.



7. **Specialists Missions:** The Disciple you activate to complete the Mission must be the depicted Specialist.



8. **Soft Interaction Missions:** At least one other player must meet all of the depicted Requirements. If more than one player meets these additional Requirements, choose who you cooperate with.
Sometimes you are required to pay another player for their participation in completing your Mission. Remember that this must be paid before collecting the reward.





9. **Hard Interaction Missions:** You must place your Disciple on the depicted Annex owned by an opponent. (This is the only situation which will allow you to place your Disciple on another player's Annex.)



MISSION REWARD ICONS

1. Immediately gain the indicated number of Prestige Points, advancing your Score marker on the Score Track.



2. Receive the indicated amount of Mon from the bank.



3. If you do not already have a Blessing token, take a Blessing token from the Temple District and place it onto the appropriate space on your Clan board.



4. Draw the top card from the Action Card deck, keeping in mind the Action Card limit.



5. Draw the top card from a Mission Card deck, keeping in mind the Mission Card limit.



6. Draw the top card from the Bonus Card deck, keeping in mind the Bonus Card limit.



7. Take one of the Weapons from the Market District, free of charge.



8. The Disciple you activated in order to complete this Mission must be returned to the Reserve, not to your Clan House. Since you cannot lose either of your last 2 Disciples you must therefore have at least 3 Disciples when completing this Mission.



9. Replace the current Watch Patrol marker with the Watch Patrol marker of the other color. This is mandatory.



10. Take all Mon from the Church.



11. **Specialists Missions:** The Disciple you activated in order to complete this Mission, when returned to your Clan House, replace it with the depicted Specialist. Since you are not "losing" a Disciple, you can complete this Mission even if you only have 2 Disciples currently. Even if the activated Disciple was another Specialist, it will be replaced with the one depicted on this Mission Card.



If you already have the depicted Specialist, this Reward has no effect.

12. **Soft Interaction Missions:** You receive the Rewards depicted on the lighter background. The player that helped you receives the Rewards depicted on the darker background. This is mandatory. However, if you met the Bonus Requirements in addition to the Standard Requirements, only you receive the Bonus Reward.



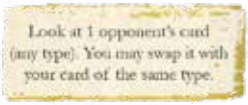
13. **Hard Interaction Missions:** The target player is the player you targeted as part of the Standard Requirements for the Mission, if any. If there was no target Requirement, you may choose your target freely. You receive the Rewards depicted on the lighter background. Target player receives the Punishment depicted on the darker background.
    a. Target player loses a Disciple. Remember that no player can lose either of their last 2 Disciples.



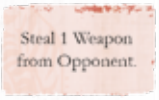
    b. Target player loses a number of Prestige Points. If unable to lose all required Prestige Points, they must lose as many as they can.



    c. Choose an opponent. Swap one of their cards (selecting from their uncompleted Missions, Action Cards, and Bonus Cards) with one of yours, of the same type (swapping Mission Card for Mission Card, Action Card for Action Card, and Bonus Card for Bonus Card).



    d. Steal one Weapon of your choice from target player.



    e. Target player loses the depicted Annex. Return the Annex to the supply.



    f. Target player loses one of their Geishas. (The depicted Prestige Point value does not matter, and the player does not lose any Prestige Points.) Remove the Geisha from the game. If the target player does not have any Geishas, they lose nothing.



    g. Target player loses the depicted amount of Mon. If unable to lose all required Mon, they must lose as much as they can.



Mission Requirement Icons

Yashiki (Mansion)



Activation Effect

Activate your Disciple here to discard one of your uncompleted Mission Cards face down to the bottom of its corresponding Mission Card deck. Then, draw the top card from one Mission Card deck of your choice.

Passive Effect

When activating another Disciple to Complete a Mission, if the Mission requires a Geisha which you do not have, return the Disciple from the Yashiki to your Clan House to act as if you had one additional Geisha for that Mission. (You do not receive an actual Geisha token!)

Karesansui (Sacred Garden)



Activation Effect

Activate your Disciple here to perform a Foresight action of your choice. (For more information about each Foresight action, see Phase 7: Actions on page XX.)

Passive Effect

When activating another Disciple to Complete a Mission, if the Mission requires a Blessing which you do not have, return the Disciple from the Karesansui to your Clan House to act as if you had a Blessing token for that Mission. (You do not receive an actual Blessing token!)

Dojo (Training Room)



Activation Effect

Activate your Disciple here to discard one of your Weapons, face up, to the Weapons discard pile. Then, draw a random Weapon from the cloth bag.

Passive Effect

During the Preparation Phase, you receive 1 Mon from the bank.

Kobudo-ryu (Weapons School)



Activation Effect

Activate your Disciple here to discard one of your Action Cards face down to the bottom of the Action Card deck. Then, draw the top card from the Action Card deck.

Passive Effect

When buying a Weapon at the Market, each Weapon you buy will cost you 3 Mon less. (In other words, you will be paying 5 or 3 Mon instead of the normal 8 or 6 Mon.)

